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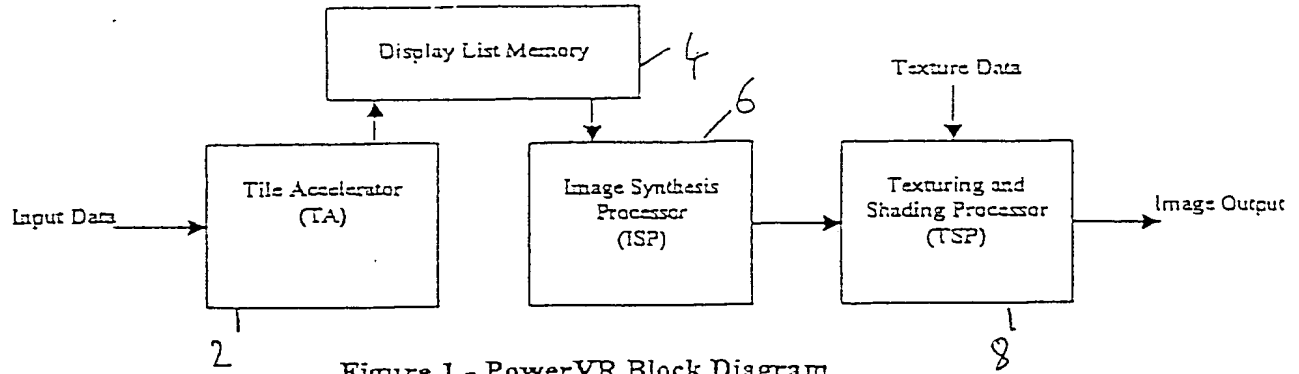


Figure 1 - PowerVR Block Diagram

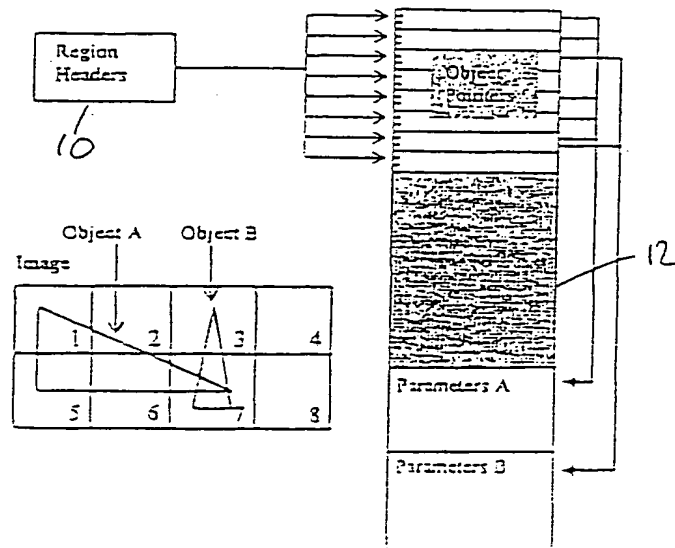


Figure 2 - Conventional PowerVR Tiling

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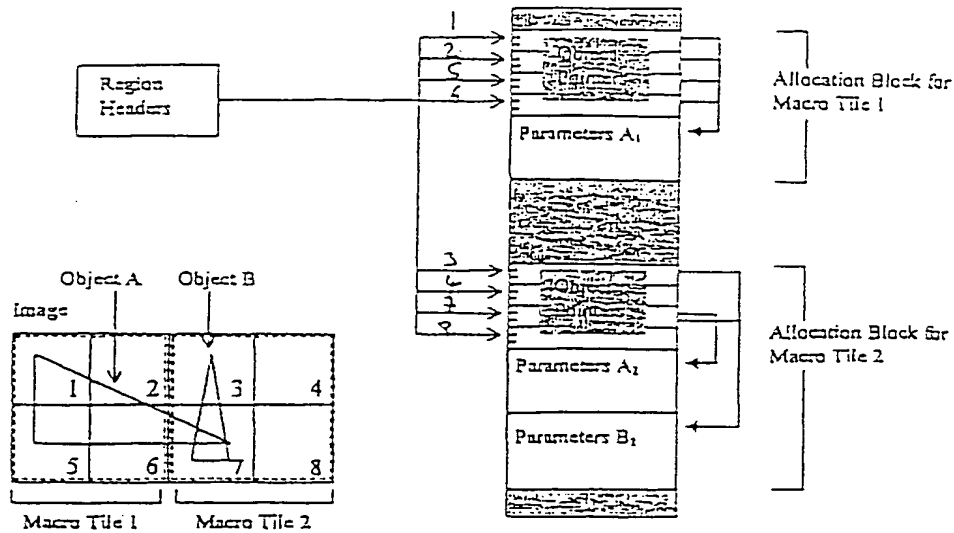


Figure 3 - Macro Tiling

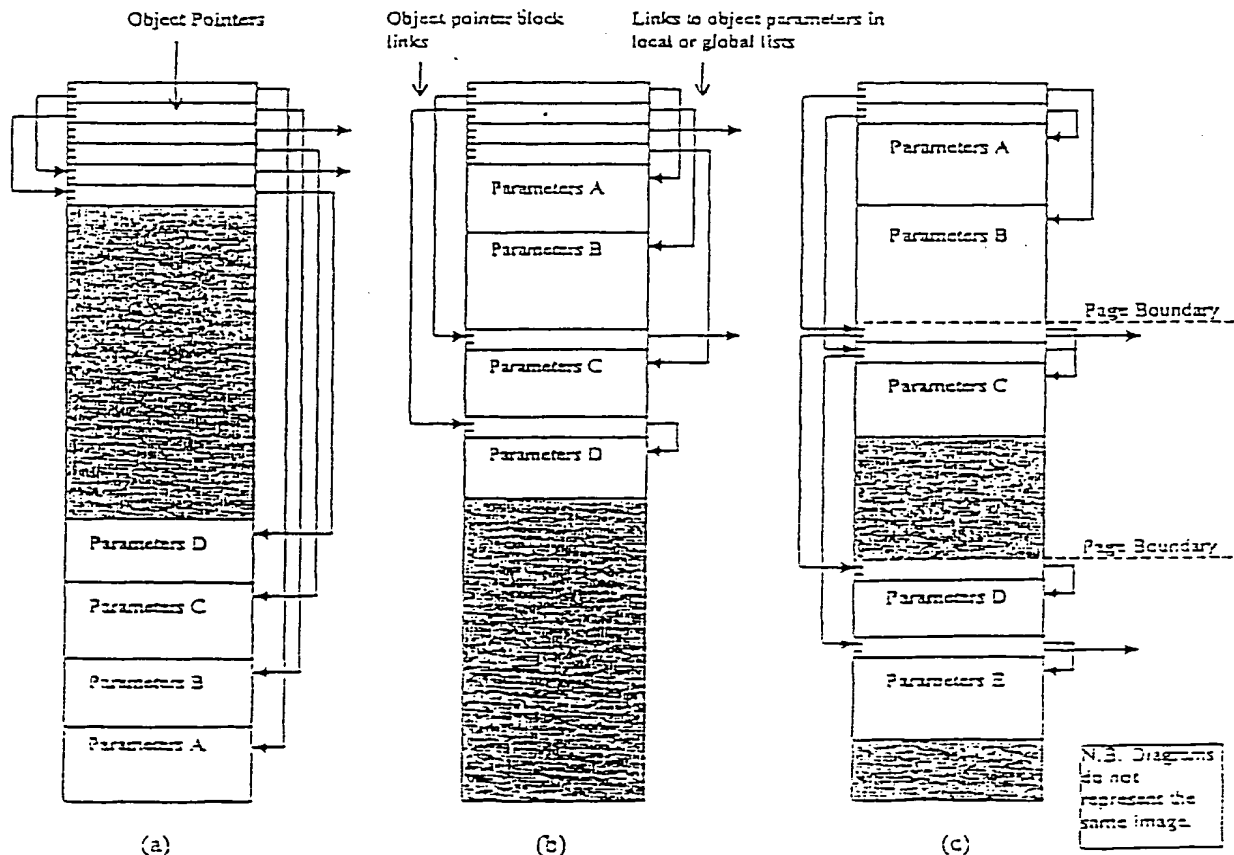


Figure 4 - Alternative Object Pointer Layouts

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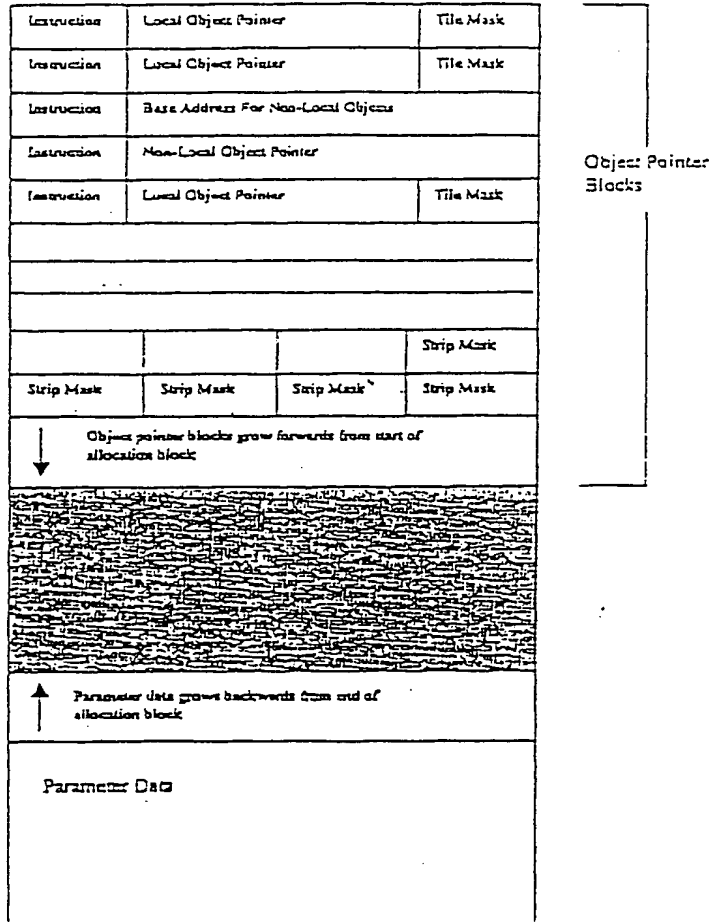
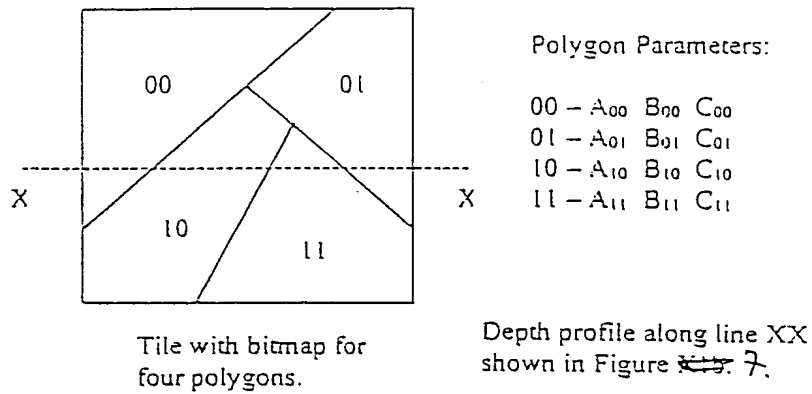
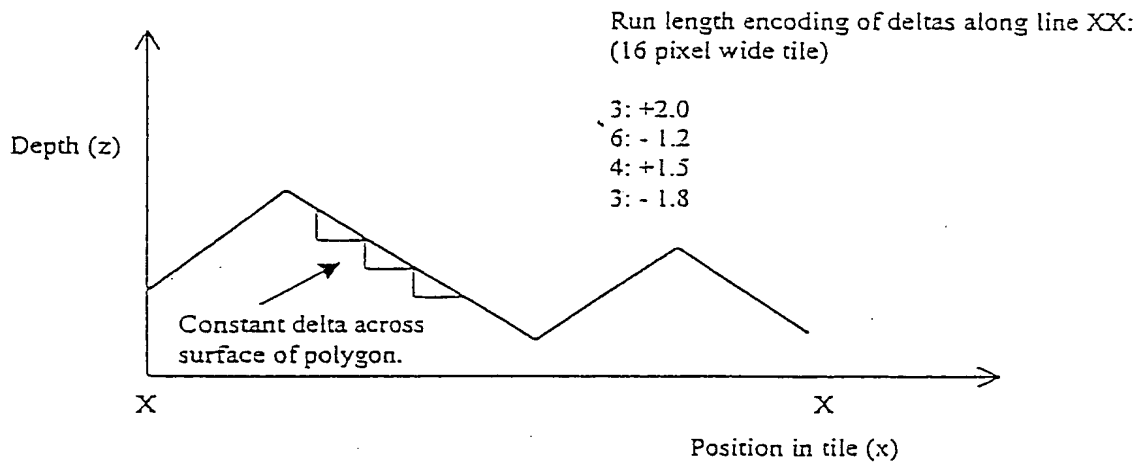


Figure 5 - Object Pointer Storage Using A Single List

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 Figure 7a: Z Compression by storing triangle plane parameters.



7  
 Figure 7b: Z compression by run length encoding of delta values. (not to scale).

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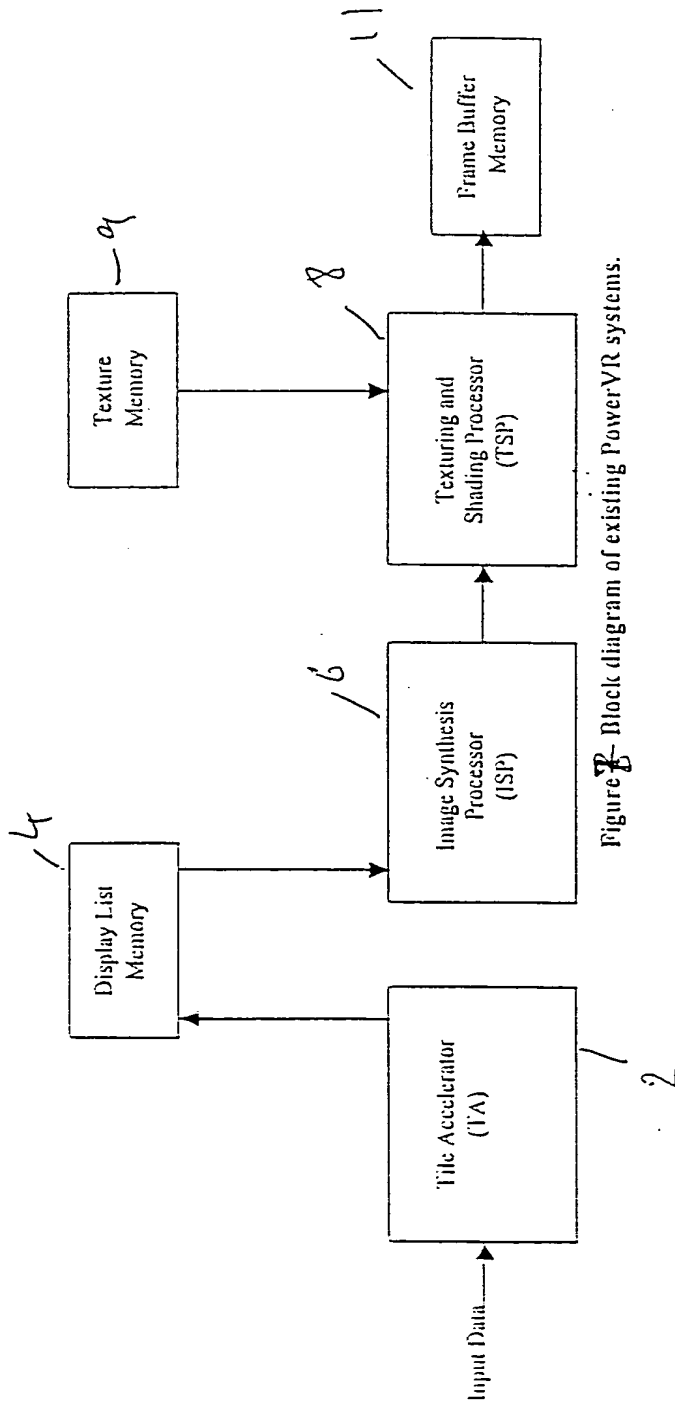


Figure 8 Block diagram of existing PowerVR systems.

Figure 8

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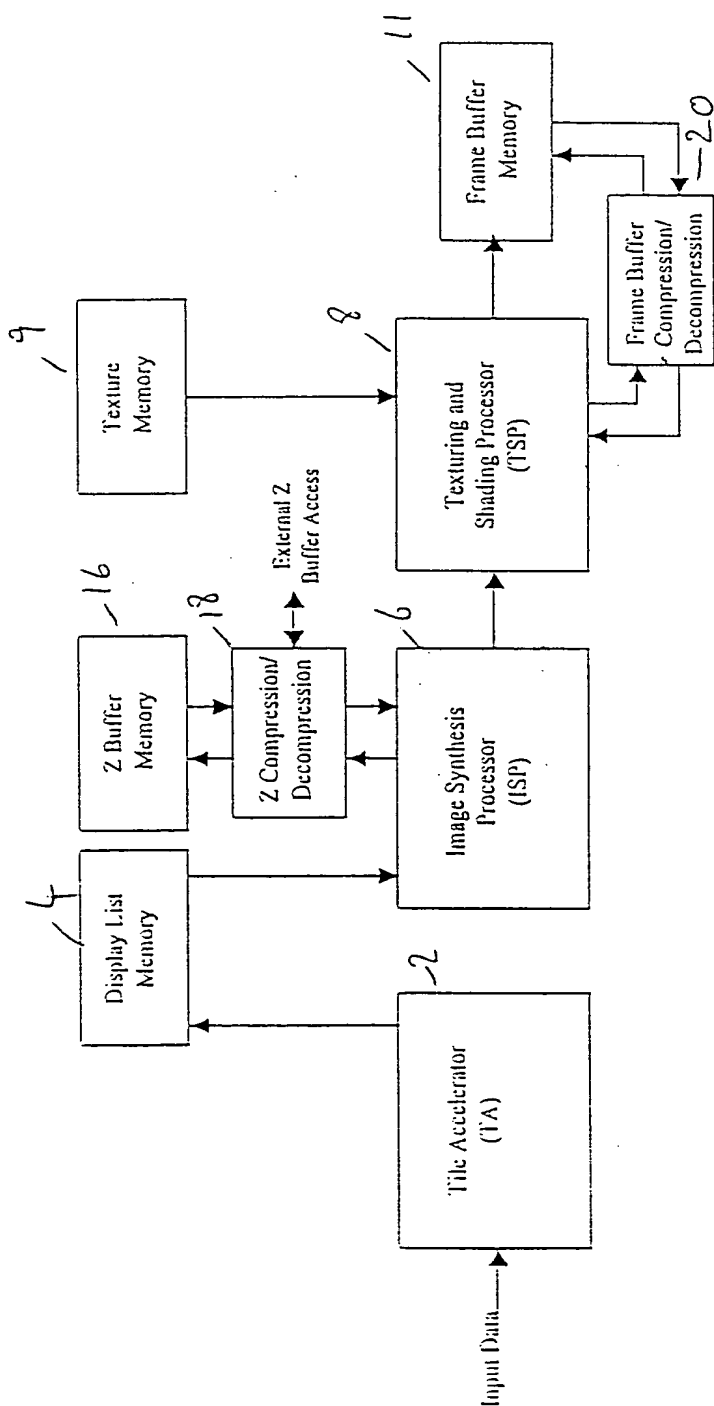


Figure 9 - Block diagram of PowerVR system with compressed Z/Framebuffer Load and Store

Figure 9

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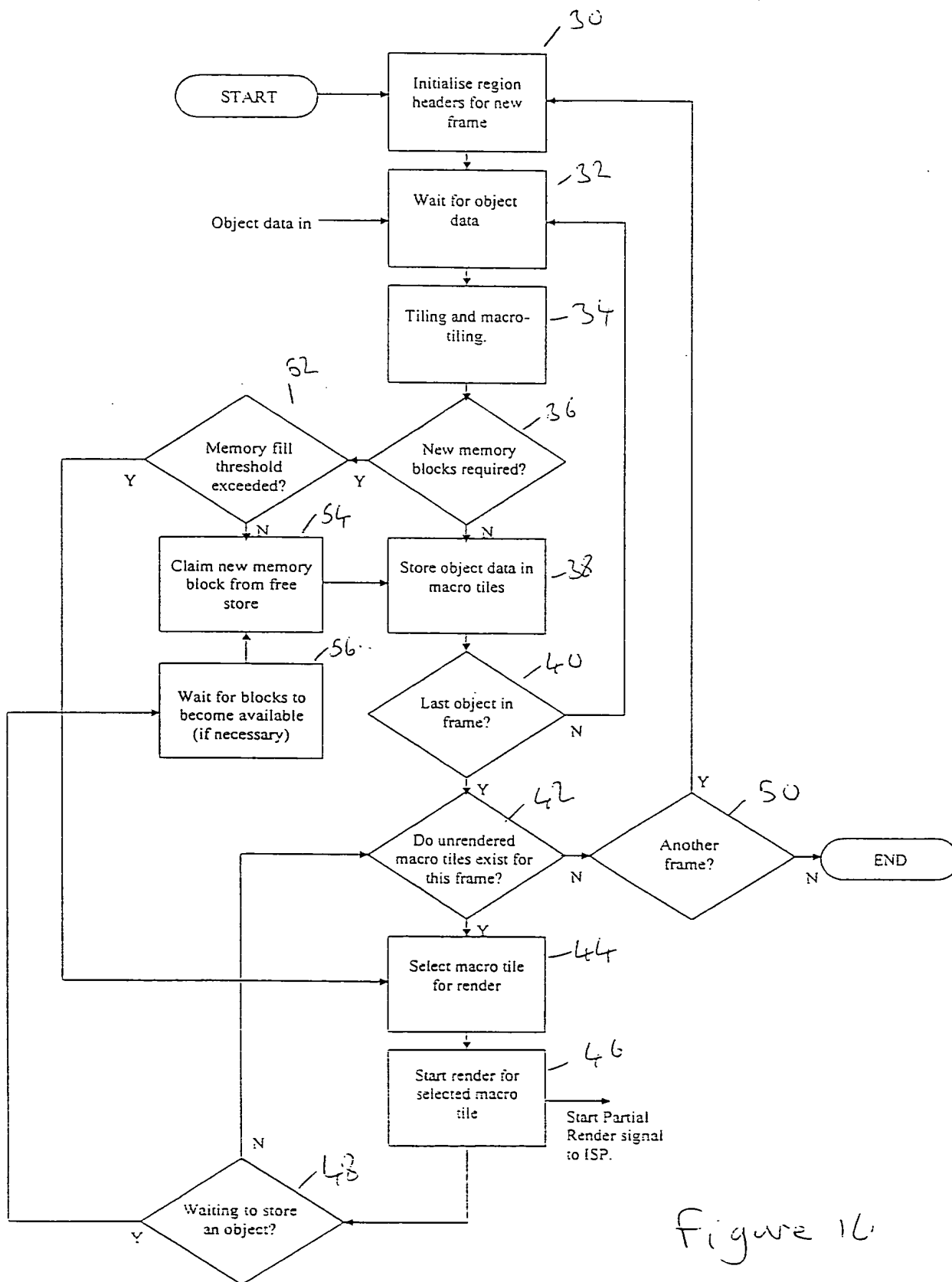


Figure 16

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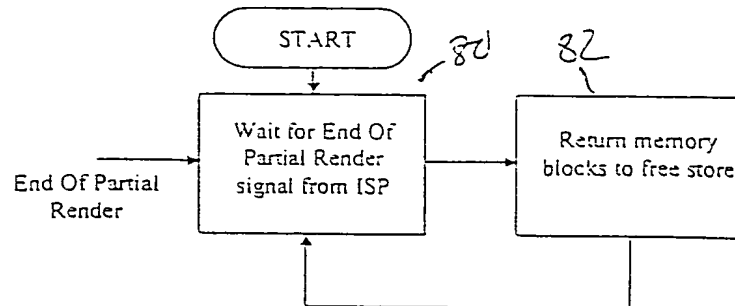


Figure 11 - Memory deallocation for macro tiled memory management.

Figure 11

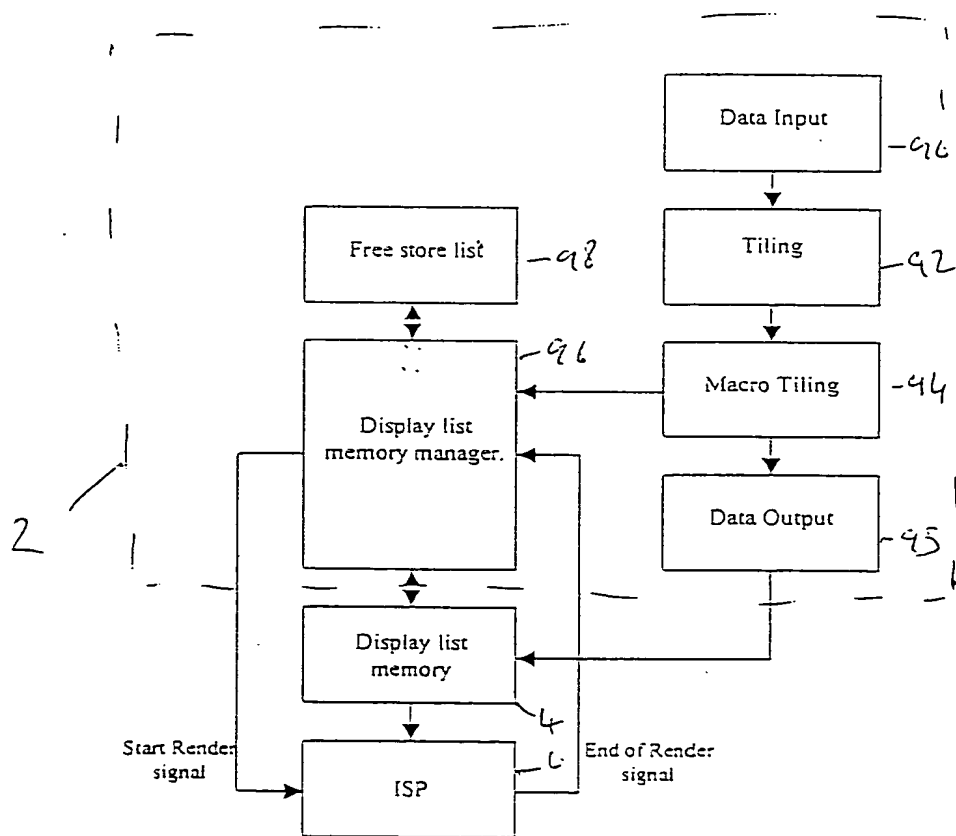


Figure 12 - Block diagram of Tiling Accelerator (TA) with macro tiling

Figure 12